at least one of:
a microphone;
a facial tracking sensor;
an eye tracking sensor; and
a chemical delivery system.

19. The human-computer interface system of claim **18** wherein the interface garment comprises:
an element worn on the hand; and
an element worn on the head.

20. The human-computer interface system of claim **19** wherein the interface garment further comprises an element worn on the torso.

21. The human-computer interface system of claim **20** wherein the interface garment further comprises an element worn on the lower body.

22. A method for using the system of claim **18** comprising:
a. selecting the interface garment from a pool of interface garments comprising at least two different interface garments of two different sizes;
b. fitting the user with the interface garment.

23. The method of claim **22** further comprising: donning an undersuit before said fitting, wherein said undersuit substantially prevents direct skin contact between the user and an inside of the interface garment.

24. The human-computer interface system of claim **18** wherein said exoskeleton comprises a member configured to prevent substantial deformation of the interface laminate when a force is applied to an interior of the portion of the interface laminate not fixedly coupled to the exoskeleton.

25. The human-computer interface system of claim **18** wherein said at least one actuator is coupled to at least one of a group of limiter mechanisms consisting of a current limiter, a pressure limiter, a force limiter, a torque limiter, a position limiter, and an angle limiter. **15**

26. A human-computer interface system comprising:
an exoskeleton including:
a plurality of structural members coupled to one another by at least one articulation configured to apply a force to a body segment of a user,
at least one locomotor module including at least one actuator configured to actuate the at least one articulation, the at least one actuator being in operative communication with the exoskeleton; and
an interface garment including an interface laminate configured to stimulate the user with at least one of applying a pressure to the body segment of the user, and exchanging thermal energy with the body segment of the user;
wherein the at least one actuator is coupled to at least one of a group of limiter mechanisms consisting of a current limiter, a pressure limiter, a force limiter, a torque limiter, a position limiter, and an angle limiter.

27. The human-computer interface system of claim **26** wherein the interface garment comprises:
an element worn on the hand; and
an element worn on the head.

28. The human-computer interface system of claim **27** wherein the interface garment further comprises an element worn on the torso.

29. The human-computer interface system of claim **28** wherein the interface garment further comprises an element worn on the lower body.

30. A method for using the system of claim **26** comprising:
a. selecting the interface garment from a pool of interface garments comprising at least two different interface garments of two different sizes;
b. fitting the user with the interface garment.

31. The method of claim **30** further comprising: donning an undersuit before said fitting, wherein said undersuit substantially prevents direct skin contact between the user and an inside of the interface garment.

32. The human-computer interface system of claim **26** wherein said exoskeleton comprises a member configured to prevent substantial deformation of the interface laminate when a force is applied to an interior of the portion of the interface laminate not fixedly coupled to the exoskeleton.

33. A human-computer interface system comprising:
an exoskeleton including:
a plurality of structural members coupled to one another by at least one articulation configured to apply a force to a body segment of a user,
at least one locomotor module including at least one actuator configured to actuate the at least one articulation, the at least one actuator being in operative communication with the exoskeleton; and
an interface garment including an interface laminate configured to stimulate the user with at least one of applying a pressure to a body segment of the user, and exchanging thermal energy with a body segment of the user;
said exoskeleton comprising a member configured to prevent substantial deformation of the interface laminate when a force is applied to an interior of the portion of the interface laminate not fixedly coupled to the body-borne portion.

34. The human-computer interface system of claim **33** wherein the interface garment comprises:
an element worn on the hand; and
an element worn on the head.

35. The human-computer interface system of claim **34** wherein the interface garment further comprises an element worn on the torso.

36. The human-computer interface system of claim **35** wherein the interface garment further comprises an element worn on the lower body.

37. A method for using the system of claim **33** comprising:
a. selecting the interface garment from a pool of interface garments comprising at least two different interface garments of two different sizes;
b. fitting the user with the interface garment.

38. The method of claim **37** further comprising: donning an undersuit before said fitting, wherein said undersuit substantially prevents direct skin contact between the user and an inside of the interface garment.

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